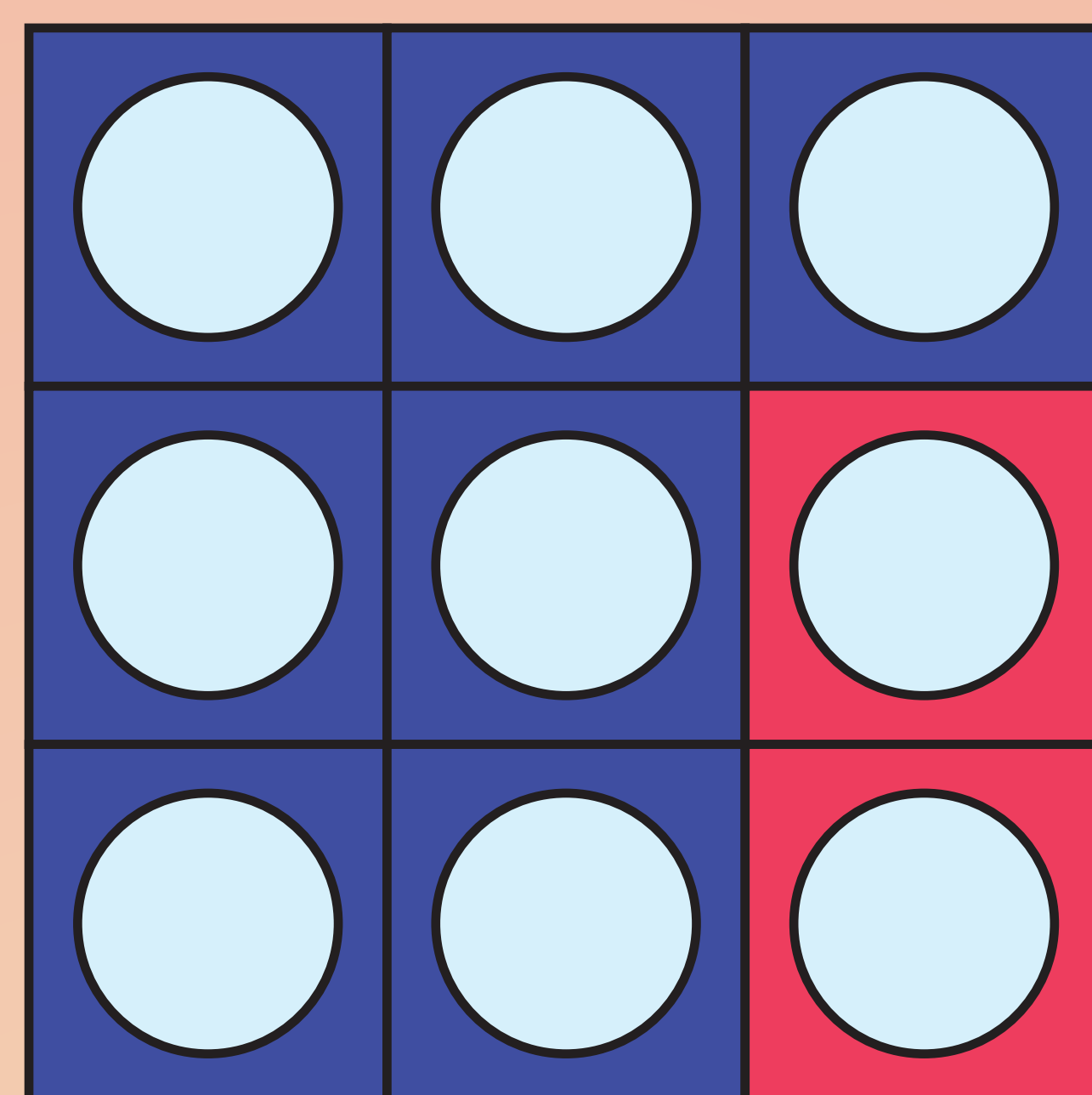
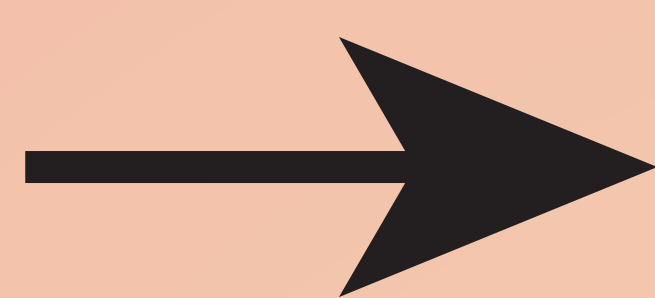
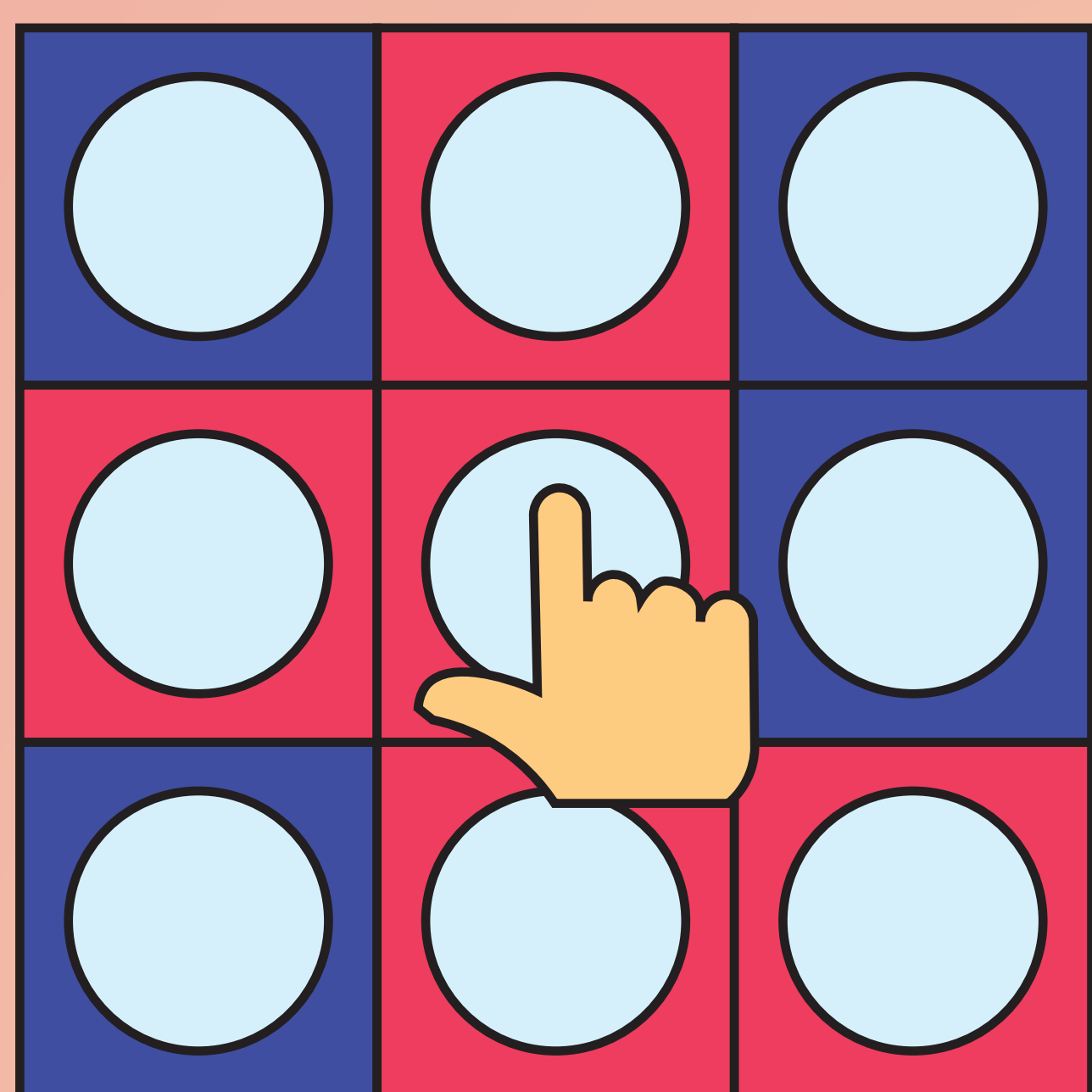




DOUBLE × CROSS

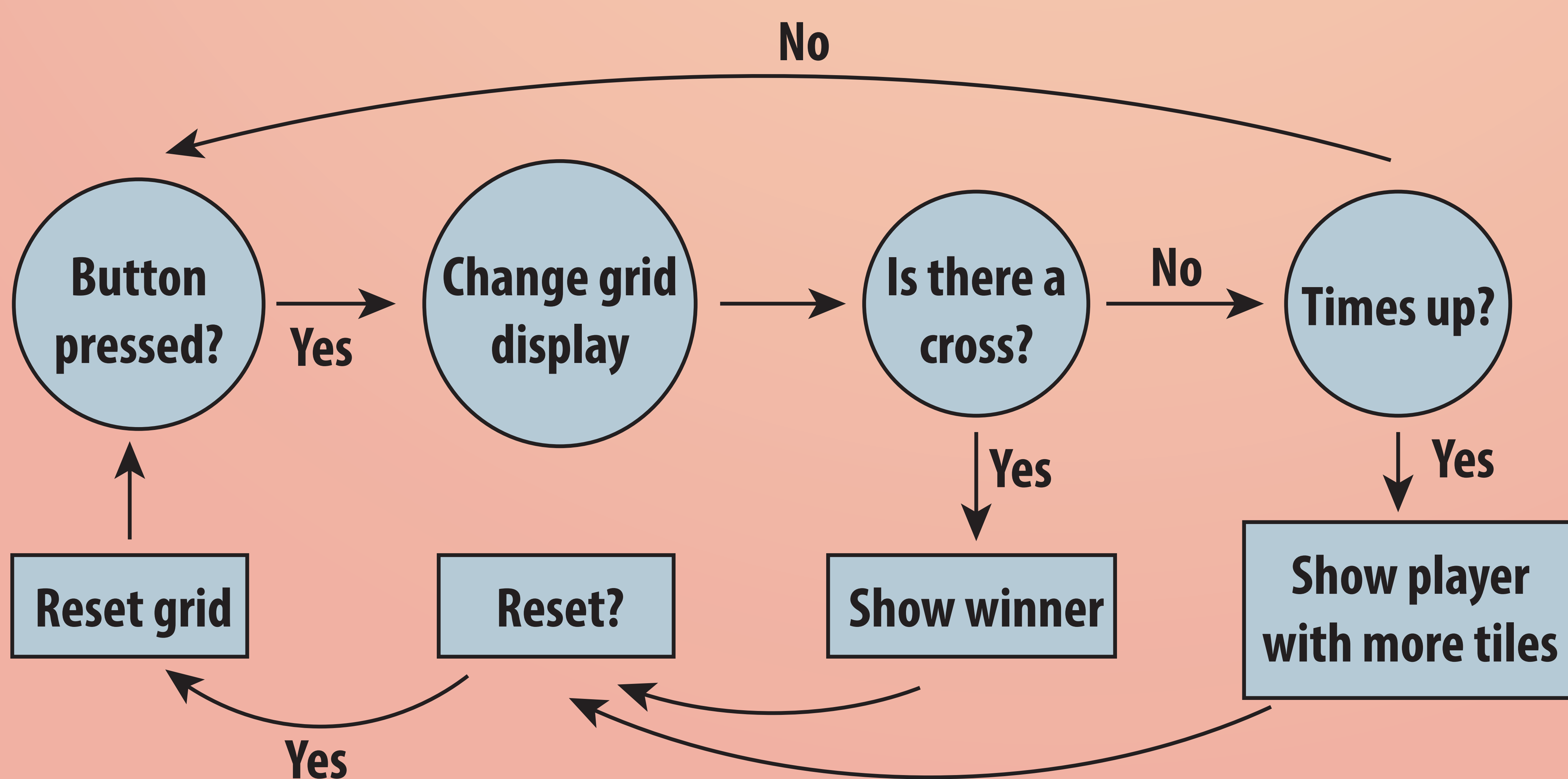
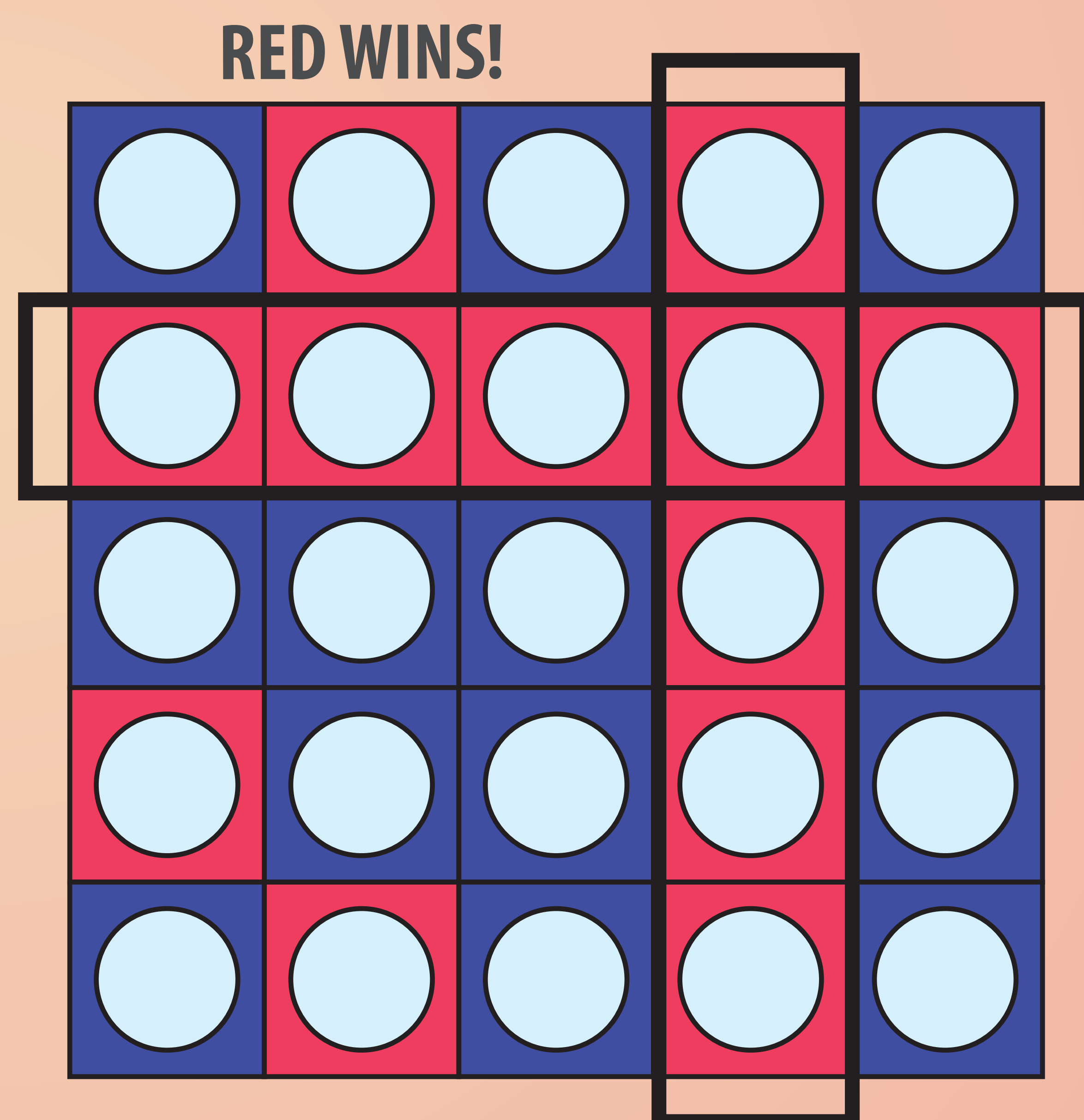


A 2 player game that is a cross between
tic-tac-toe and magic windows / lights out.



Pressing a button
will cause its
neighbours and
itself to invert!

Each player tries to get
a full horizontal row
and vertical column of
tiles in their colour to
win!



The game uses
the XOR & ADD
function of the
ALU and the
following FSM